



	<b>COLLECTION PICTURES</b> 	<b>MONOPOLY LINKS</b> 	<b>EMAIL CHRIS MOSPAW</b> 	<b>MONOPOLY SPECIFICS</b> 	<b>HOME PAGE</b> 
<b>OFFICIAL RULES</b> 	<b>PRICE \$100</b>	<b>PRICE \$200</b>	<b>PRICE \$60</b>	<b>FOLLOW INSTRUCTIONS ON TOP CARD</b>	<b>PRICE \$300</b>
<b>VARIATIONS ON THE RULES</b> 	<b>PRICE \$350</b>	<b>PRICE \$150</b>	<b>PRICE \$240</b>	<b>PRICE \$220</b>	<b>PRICE \$300</b>
<b>RULES FOR OTHER GAMES</b> 	<b>PRICE \$240</b>	<b>PRICE \$220</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>
<b>COLLECTION ITEM LIST</b> 	<b>PRICE \$220</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>
<b>FAQ'S</b> 	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>
<b>OLD GAME INFO NEEDED</b> 	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>
	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>	<b>PRICE \$300</b>

## Monopoly® FAQ's

First off, I want to thank you very much for visiting my Monopoly® pages. I get several great emails each day on the site, and the encouragement keeps me wanting to keep the site fresh (even if I cannot devote the time lately).

Unfortunately, much of my email also asks me to either date a game, send software, or give a game's approximate value. I cannot respond to these email requests any more, but I have written this page to answer some of the basic questions about Monopoly® and pages giving information on how to value a set or find out its approximate age. I hope this information will provide you with the information you need. Of course, if you are selling a game, or if these pages do not help you out, please let me know. I'll try to answer each message in a timely fashion.

If you have an older Monopoly game, *even if you don't want to sell it*, please let Richard Learn know about it, so that he can track it for the book he is writing. Find out more on this page.

**Now, onto the questions!**

### How much is my game worth?

Monopoly® and related games are worth anywhere from \$1 to \$75,000 or more. I am preparing a small pricing guide (which will be available soon) that lists most common games, some uncommon ones, and approximately what they are worth. Please do NOT write me asking how much your game is worth.

### When was my game made?

Getting the exact age of your Monopoly® game is somewhat of a black art. There were literally hundreds of variations made over the years. I am creating a guide (which will be available soon) to assist you in dating the game. Please do not write me asking me to date your game.

### Where can I get the computer version of Monopoly®?

Information about the commercial CD-ROM version of Monopoly® is available at www.monopoly.com. The game itself is available from several retail outlets on and off the Internet. The eBay auction site also has frequent listings for the CD-ROM version of Monopoly for around

\$15-\$20. (Just search for "Monopoly")

As far as I know there is no licensed shareware or freeware version of Monopoly available. Since the only version I am aware of is commercial software, and I do not pirate software, please do not ask me to send you a copy of it. I will ignore any and all requests to send Monopoly® software, including a non-commercial version.

### **What equipment should my game have?**

Monopoly® sets actually had differing amounts and types of equipment depending on the particular game, its age, and if it was a special edition or not. ALL Monopoly® games should have at least:

- A board
- A box (whether it's separate or holds the board)
- Playing tokens (older games came with 7 or 8, either wood or metal. Newer games come with 10. Special editions may have had more)
- 2 dice (either plastic or ivory-type, sometimes wood). SOME World War II games didn't have dice, but paper spinners. These games are very rare.
- 32 houses (all games should have AT LEAST 32 houses). Some games may have included more than 32 houses, with the extras to be used as spares if one gets lost.
- 12 hotels (all games should have AT LEAST 12 hotels). Some games may have included more than 12 houses, with the extras to be used as spares if one gets lost.
- 16 Chance Cards
- 16 Community Chest Cards
- A title deed for each property for sale (28 total)
- \$15,140 in money. Older sets may have had less money (Patent Pending games in particular), and some newer sets and special or anniversary sets came with a double supply of money (\$30,280). The breakdown of how many of each bill are included has changed over the years, and changed recently. If you're not sure, just count the money. If it's \$15,140 or a multiple of this number, you're in good shape.
- AT LEAST one rules sheet. (Most older games seem to have come with 2, and a separate sheet for listing the rules for a short game.)

That equipment comprises a basic Monopoly® game. If you have an anniversary or special edition, you may still need other equipment to complete the game. Some games came with a wheel to hold properties, removable banking trays, special tokens unique to that edition, and more.

### **Where can I buy Monopoly® games and items?**

The best source of new games and Monopoly® related merchandise is at [www.MrMonopoly.com](http://www.MrMonopoly.com). They have an incredible selection of USAopoly games and merchandise such as mouse pads, T-Shirts, CD racks and more.

There is also an online auction, [eBay](#) which usually has around 50 to 100 Monopoly games and items for sale. Just go to their [search page](#) and look for "Monopoly". **A WORD OF WARNING:** Make sure you know what you are bidding for. There is a lot of quality stuff on eBay, but there is also some junk, and I've seen prices go through the roof for items that are commonly available elsewhere for MUCH less money.

### **What are the official Monopoly® rules?**

The rules for Monopoly® haven't changed for over 60 years. However, most people only think they know the "official" rules. Please read the [Official Monopoly® Rules](#) page for more information. There are also links on that page to pages listing some of the more commonly missed or misinterpreted rules.

### **Is there any difference between the "Street Repairs" card in Community Chest and the "General Repairs" card in Chance?**

Essentially, no. Both cards ask you to do the same thing, just in slightly differing amounts. You are to pay based on the number of houses and hotels you (and only you) own at the time of drawing the card. If you don't own any, you don't have to pay anything. If you do, add up the total number of houses and hotels from you own -- from every side of the board -- and pay the appropriate amount. Also, if you do not have the cash to pay, and you sell houses and hotels to the bank to pay the bill, you **STILL** have to pay the full fee, even though you sold the houses or hotels your paying on. Nice, huh?

### **I just landed on GO. Do I get \$200 or \$400 salary?**

The [official rules](#) are pretty clear on this one. You get \$200 salary for passing GO (unless you're on your way to jail). There is no specific bonus for landing on the GO space, so you don't collect an extra \$200.

However, some house rules do allow this bonus. The extra \$200 for landing on GO is never used in tournament play.

### **What's the bonus for landing on Free Parking?**

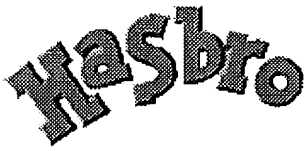
Again, the [official rules](#) are pretty clear. Free Parking is just that -- a space that lets you take a break from rents, collections, etc. No fees or bonuses are related to Free Parking.



However, some house rules do for different Free Parking bonuses, such as \$500, or the receipts from other penalties, such as Jail and Luxury Tax. Although fun, these bonuses tend to prolong the game rather than shorten it. Free Parking bonuses are never used in tournament play.

Still have a question? [Let me know!](#) I'll try to answer it personally, or will let you know if I post the answer on this page.



The MONOPOLY® trademark and its logo, the distinctive design of the game board, each of the distinctive element of the board including the four corner squares, and the playing pieces are trademarks of Hasbro, Inc., for its real estate trading game and game equipment. © 1935, 1936, 1998 Hasbro, Rhode Island, U.S.A. Chris Mospaw, [polk-county.com](http://www.polk-county.com), or anyone related with this site is *not* related to Hasbro or Parker Brothers. All other items, including content and the basic layout and design of this site are © 1997, 1998, 1999 Chris Mospaw and [INSight America](#).



 You have just turned to **Dauids Monopoly®**   
**Monopoly® Game Rules**

[Monopoly Page](#)

[Monopoly History](#)

[Monopoly Facts](#)

[My Collection](#)

[Official Rules](#)

[Countries &  
Languages](#)

[Monopoly Links](#)

[Bulletin Board](#)

[Internet Players](#)

[Monopoly F.A.Q's](#)

[Playmaster](#)

The following page is a copy of the Official Monopoly Rules  
as printed in the Monopoly® Rule Book.

<a href="#"><u>OBJECT</u></a>	<a href="#"><u>EQUIPMENT</u></a>
<a href="#"><u>PREPARATION</u></a>	<a href="#"><u>BANKER</u></a>
<a href="#"><u>THE BANK</u></a>	<a href="#"><u>THE PLAY</u></a>
<a href="#"><u>GO</u></a>	<a href="#"><u>BUYING PROPERTY</u></a>
<a href="#"><u>PAYING RENT</u></a>	<a href="#"><u>CHANCE AND COMMUNITY CHEST</u></a>
<a href="#"><u>INCOME TAX</u></a>	<a href="#"><u>JAIL</u></a>
<a href="#"><u>FREE PARKING</u></a>	<a href="#"><u>HOUSES</u></a>
<a href="#"><u>HOTELS</u></a>	<a href="#"><u>BUILDING SHORTAGES</u></a>
<a href="#"><u>SELLING PROPERTY</u></a>	<a href="#"><u>MORTGAGES</u></a>
<a href="#"><u>BANKRUPTCY</u></a>	<a href="#"><u>MISCELLANEOUS</u></a>
<a href="#"><u>RULES for a SHORT GAME</u></a>	<a href="#"><u>ANOTHER GOOD SHORT GAME</u></a>

Feel free to contact me...

**E-MAIL**

Click for info!

### OBJECT

[Top of Page](#)

The object of the game is to become the wealthiest player  
through buying, renting and selling of property.

### EQUIPMENT

[Top of Page](#)

The Official **Monopoly**

Home Page...



Purchase your  
**Monopoly Games**



Direct from  
**USAOPOLY**

The equipment consists of a board, 2 dice, tokens, 32 houses and 12 Hotels.

There are 16 Chance and 16 Community Chest cards, 28 Title Deed card (one for each property), and play money.

### **PREPARATION**

[Top of Page](#)

Place the board on a table and put the Chance and Community Chest cards face down on their allotted spaces on the board. Each player chooses one token to represent them while traveling around the board. Each player is given \$1500 divided as follows:

2 \$500's, 2 \$100's, 2 \$50's, 6 \$20's, 5 \$10's, 5 \$5's, and 5 \$1's.  
All remaining money and other equipment go to the Bank.

Add **ICQ** to your  
computer....



or take **ICQ** one step  
further, with **Odigo**....



### **BANKER**

[Top of Page](#)

Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep there personal funds separate from those of the Bank.

When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

### **THE BANK**

[Top of Page](#)

Besides the Bank's money, the Bank holds the Title Deeds, and the houses and hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out the proper Title Deed cards when purchased by a player, it also sells houses and hotels to the players and loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of all properties which it sells and auctions. The Bank "never goes broke." If the Bank runs out of money, the Banker may issue as much as needed by writing on any ordinary paper.

### **THE PLAY**

[Top of Page](#)

This site is best viewed  
with



Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play. Place your token on the corner marked "GO", then throw the dice and move your token (*in the direction of the arrow*) the number of spaces indicated by the dice.

After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

Depending on the space your token reaches, you may be entitled to buy real estate or other properties, or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, Go To Jail, or etc...

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the space marked "**In Jail**".

### **GO**

[Top of Page](#)

Each time a player's token lands on or passes over **GO**, whether by throwing the dice or drawing a card, the Banker pays that player a \$200 salary.

*The \$200 is paid only once each time around the board. However, if a player passing GO on the throw of the dice lands 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and draws the "Advance to GO" card, they collect \$200 for passing GO the first time, and another \$200 for Advancing to it the second time by the instructions on the card.*

### **BUYING PROPERTY**

[Top of Page](#)

Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership. Place the title deed card face up in front of you. If you do not wish to buy the property, the Bank sells it at thru an auction to the highest bidder. The high bidder pays the Bank the amount of the bid in cash and receives the Title Deed card for that property.

*Any player, including the one who declined the option to buy it at the printed price, may bid. Bidding may start at any price.*

### **PAYING RENT**

[Top of Page](#)

When you land on a property that is owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

*If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed face down in front of the owner.*

It is an advantage to hold all the Title Deed cards in a color-group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties. The owner may not collect the rent if they fail to ask for it before the second player following throws the dice.

### **CHANCE AND COMMUNITY CHEST**

[Top of Page](#)

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card face down to the bottom of the deck. The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, then they may sell it, at any time, to another player at a price agreeable to both.

### **INCOME TAX**

[Top of Page](#)

If you land here you have two options: You may estimate your tax at \$200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own.



*You must decide which option you will take before you add up your total worth.*

### **JAIL**

[Top of Page](#)

You land in Jail when...

- (1) Your token lands on the space marked "Go to Jail",*
- (2) you draw a card marked "Go to Jail" or*
- (3) you throw doubles three times in succession.*

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move directly into Jail. Your turn ends when you are sent to Jail. If you are not "sent to jail" but in the ordinary course of play lands on that space, you are

**"Just Visiting"**, you incur no penalty, and you move ahead in the usual manner on your next turn.

You still are able to collect rent on your properties because you are **"Just Visiting"**.

A player gets out of Jail by...

- (1) Throwing doubles on any of your next three turns, if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw. Even though you had thrown doubles, you do not take another turn.*
  - (2) Using the "Get Out of Jail Free Card"*
  - (3) Purchasing the "Get Out of Jail Free Card" from another player and playing it.*
  - (4) Paying a fine of \$50 before you roll the dice on either of your next two turns. If you do not throw doubles by your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.*
- Even though you are in Jail, you may buy and sell property, buy and sell houses and hotels and collect rents.*

### **FREE PARKING**

[Top of Page](#)

A player landing on this place does not receive any money, property

or reward of any kind.  
This is just a "free" resting place.

## **HOUSES**

[Top of Page](#)

When a player owns all the properties in a color-group they may buy houses from the Bank and erect them on those properties.

If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete color-group you may own. The price you must pay the Bank for each house is shown on your Title Deed card for the property on which you erect the house. The owner still collects double rent from an opponent who lands on the unimproved properties of there complete color-group.

Following the above rules, you may buy and erect at any time as many houses as your judgment and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one house on any one property of any color-group until you have built one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three Houses on one property if you have only one house on another property of that group.

As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY).

## **HOTELS**

[Top of Page](#)

When a player has four houses on each property of a complete color-group, they may buy a hotel from the Bank and erect it on any property of the color-group. They return the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

## **BUILDING SHORTAGES**

[Top of Page](#)

When the Bank has no houses to sell, players wishing to build must wait for some player to return or sell their houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder.

## **SELLING PROPERTY**

[Top of Page](#)

Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group.

Houses and Hotels may be sold back to the Bank at any time for one-half the price paid for them. All houses on one color-group may be sold at once, or they may be sold one house at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

### **MORTGAGES**

[Top of Page](#)

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of mortgage *plus* 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

### **BANKRUPTCY**

[Top of Page](#)

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player,

you must turn over to that player all that you have of value and retire from the game.

In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them.

This cash is given to the creditor. If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property.

The new owner who does this may then, at their option, pay the principal or hold the property until some later turn, then lift the mortgage. If they hold property in this way until a later turn, they must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

### **MISCELLANEOUS**

[Top of Page](#)

Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

### **RULES for a SHORT GAME** (60 to 90 minutes)

[Top of Page](#)

There are three changed rules for this Short Game.

1. During **PREPARATION** for play, the Banker shuffles the pack of Title Deed cards, then the player to the left cuts them, then the Banker deals out two, one at a time, to each player. The players must immediately pay the Bank the printed price of each. Play then begins as in the regular game.

2. In this short game, it is necessary to have only three houses (*instead of four*) on each lot of a complete color-group before the player may buy a hotel.

Rent for a hotel remains the same as in the regular game.

The turn-in value of a hotel is still one-half the purchase price, which in this game is one house fewer than in the regular game.

3. **END OF GAME.** The first player to go bankrupt retires from play, as in the regular game. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player's turning over to their creditor all that they have of value, including buildings and any other properties.

This happens whether the creditor is a rival player or the Bank.

Each remaining player then values his/her property.

- (1) Cash on hand*
- (2) Lots, Utilities and Railroads owned, at the price printed on the board.*
- (3) Any mortgaged property owned, at one-half the price printed on the board.*
- (4) Houses, valued at purchase price.*
- (5) Hotels, valued at purchase price including the value of the three houses turned in.*

## THE RICHEST PLAYER WINS!

### ANOTHER GOOD SHORT GAME

[Top of Page](#)

**TIME LIMIT GAME...**Before starting, agree upon a definite hour of termination, when the richest player will be declared The winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the price of the properties dealt to them.



Monopoly®, the distinctive design of the game board, the four corner squares, as well as each of the distinctive elements of the board and the playing pieces are trademarks of Hasbro, Inc. for its real estate trading game and game equipment. ©1935, 1936, 1947, 1951, 1952, 1954, 1961, 1973, 1984, 1994, 1995, 1996, 1997, 1998, 1999, 2000 Hasbro, Inc.

703/37

Access DB# 22221

# SEARCH REQUEST FORM

Scientific and Technical Information Center

101

Requester's Full Name: Alhiza Robinson-Bailey Examiner #: 7090 Date: 8/15/00  
Art Unit: 3263 Phone Number 30 5-1340 Serial Number: 07/382907  
Mail Box and Bldg/Room Location: CPK 2/5243 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

\*\*\*\*\*  
Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: \_\_\_\_\_

Inventors (please provide full names): \_\_\_\_\_

Earliest Priority Filing Date: 7/97 3/25/96

\*For Sequence Searches Only\* Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

Virtual / Phantom money within a Securities trading System.

Refocus of search previously done Access DB# 18722

Does NOT want electronic cash/money concept

08-15-00 A09:04 IN

## STAFF USE ONLY

	Type of Search	Vendors and cost where applicable
Searcher: <u>Alhiza Robinson-Bailey</u>	NA Sequence (#) _____	STN _____
Searcher Phone #: <u>308 5172</u>	AA Sequence (#) _____	Dialog <input checked="" type="checkbox"/>
Searcher Location: <u>CPK 2/5243</u>	Structure (#) _____	Questel/Orbit _____
Date Searcher Picked Up: <u>8/17</u>	Bibliographic _____	Dr.Link _____
Date Completed: <u>8/21</u>	Litigation _____	Lexis/Nexis _____
Searcher Prep & Review Time: <u>200</u>	Fulltext _____	Sequence Systems _____
Clerical Prep Time: _____	Patent Family _____	WWW/Internet <input checked="" type="checkbox"/>
Online Time: <u>300</u>	Other _____	Other (specify) _____